

WOW! LEGO® COOPER MINIFIGURE WITH ROBO-ARMS!



DREAMZZZ

**LEGO®
TOY:**

COOPER

**WITH
ROBO-ARMS!**



**REVEALED:
THE MIGHTY
SHARK
SHIP!**



**AMAZING
POSTERS!**



**JOIN THE
DREAM
CHASERS!**

CAN YOU STOP THE GRIMSPAWN?

**EPIC
COMIC!**



**IMMEDIATE
MEDIA**

ISSUE 2 £4.50



9 772755 294003 02>

Warning!
Choking hazard.
Small parts.



**UK
CA CE**

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**Rebuild
the
World**

JOIN US!

WHO'S READY FOR
WILD ADVENTURES, TRICKY
PUZZLES AND UNSOLVED MYSTERIES?
JOIN Z-BLOB AND I AS WE
TAKE ON THE DREAM WORLD.
LET'S GO!

LET'S
EXPLORE THE
DREAM WORLD
TOGETHER!

INSIDE:

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GET IN TOUCH

Have any **questions, requests**
or **suggestions**?
Then write to us - we would
love to hear from you!

LEGO DREAMZzz magazine,
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Vineyard House, 44 Brook Green,
London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

SECRET CODE!

There are **four numbers** hidden in this
flurry of stickers. Find all the symbols
that look just like this:



Colour them in or **cross** them out
and the numbers will appear.
Note them down here:

--	--	--	--

On what other **page**
in this magazine does
this number appear?

--

HEE HEE,
YOU WILL NEVER
WORK OUT MY
CODE!

HEY COOP,
LET'S HIT THE
WATERSLIDE
REALM!

THAT
SOUNDS LIKE
MY KIND OF
PLACE!

IS COOPER RIGHT?
ALL IS REVEALED IN
THE COMIC!

The dream world.

SLIDE INTO CHAOS!

CHECK
THIS ONE
OUT!

Story:
Jan Dinter
Script:
Gary Chudleigh
Illustrations:
InkBubble Studios
(Pencils & Ink:
Virgilio D'Ambrosio,
Colour: Marco Pelandra)

WHAT'S
WRONG,
COOPER?

I'M NOT
FEELING THIS
AT ALL.

DON'T YOU
THINK IT'S TIME
FOR SOME FUN FOR
A CHANGE?

LIVING IN
A DREAM WORLD
WHERE WE CAN MAKE
ANYTHING WE WANT
ISN'T... FUN?

IT IS...
BUT IT'S STILL
WORK! ALL THIS
EFFORT FIGHTING
GRIMSPAWN.
I THINK WE NEED
A BREAK.

COOPER'S
RIGHT. IT'S
QUIET TONIGHT. THE
NIGHTMARE KING
CAN WAIT.

WHAT HAVE
YOU GUYS GOT
IN MIND?

I KNOW
JUST THE PLACE.
FOLLOW ME.

A few moments and
a dream bridge later.

I'M
GOING TO
WIN THIS!

TOLD YOU
GUYS THIS WAS A
GOOD IDEA!

NO CHANCE.

DUDE,
THIS IS
SICK!

I'LL
GIVE YOU
THIS ONE,
COOP!

Meanwhile in the Grim Realm.

TERRIFYINGLY
TERRIFIC WORK, SUSAN!
NOW WE KNOW WHERE THE
DREAM CHASERS ARE.

NIGHT HUNTER!
LEAD THESE PEOPLE,
GET THE DREAM CHASERS
AND DESTROY THEM WHILE
THEY'RE DISTRACTED. THEN
NO ONE CAN EVER STOP
US FROM TAKING OVER
THE DREAMWORLDS!

I WON'T
FAIL YOU.

GRIMSPAWN,
GET READY. WE HAVE
A SPECIAL MISSION FOR
YOU TONIGHT AT A WATER
PARK WORLD.

YEAH!
SLIDES.

THIS
IS GOING TO
BE FUN!

NO! YOU'RE MINIONS!
MINIONS DON'T HAVE FUN,
THEY DO EVIL MINION-THINGS!
NOW COME WITH ME BEFORE
I TELL THE NIGHTMARE KING
ABOUT THIS.

MESSAGE
CLEAR.

GULP.



Back at the water park realm.

WHERE TO NOW, BRO?

THE RELAXATION STATION! IT'S A TRANQUIL PLACE TO REST AND RECHARGE.

SOUNDS GOOD TO ME! I COULD CATCH UP ON SOME ANIME.



BEHOLD...



WHAT? GRIMSPAWN! WHAT ARE THEY DOING HERE?!

YEP, NOT VERY RELAXING, COOPER!

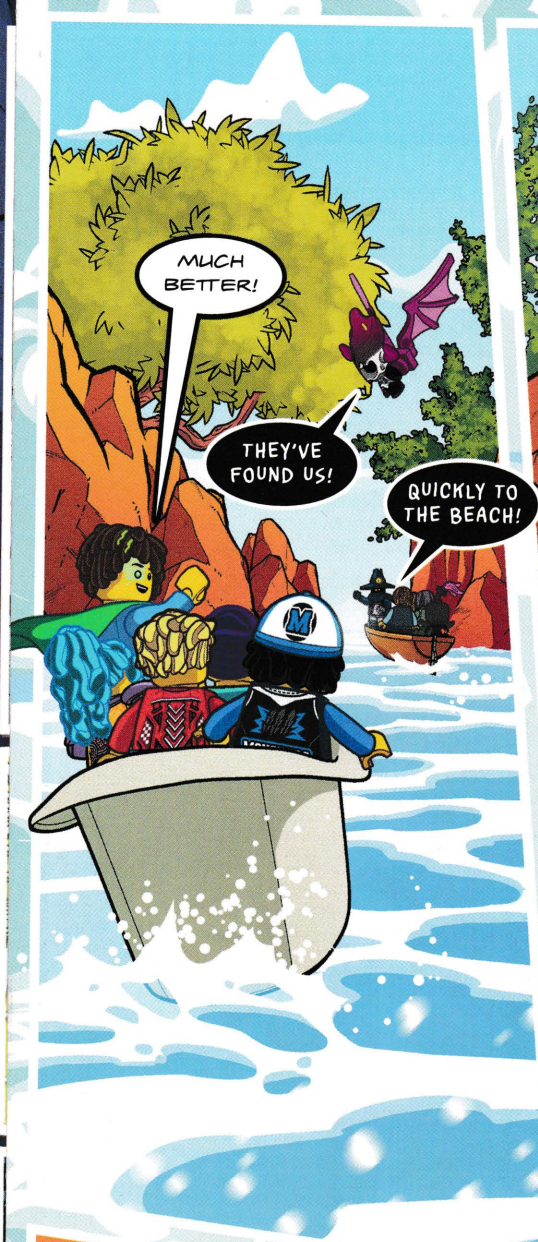
THEY'RE CAPTURING THE DREAMS OF THOSE KIDS. QUICK! WE NEED TO STOP THEM!

LET'S CRAFT SOMETHING WE CAN USE TO CHASE THEM!



WE'RE GOING TO NEED A BIGGER BOAT.

YEAH, LET'S TRY AGAIN.



CONTINUED ON PAGE 10

DOUBLE VISION!

PUZZLE

Something has gone wrong with the reflection of our heroes below!
There are **10 differences**. Can you spot and circle them all?

ORIGINAL



COPY

Answers on page 34.

After a wild chase, our heroes seem to be trapped.

THIS IS NOT THE KIND OF NIGHT I HAD PLANNED!

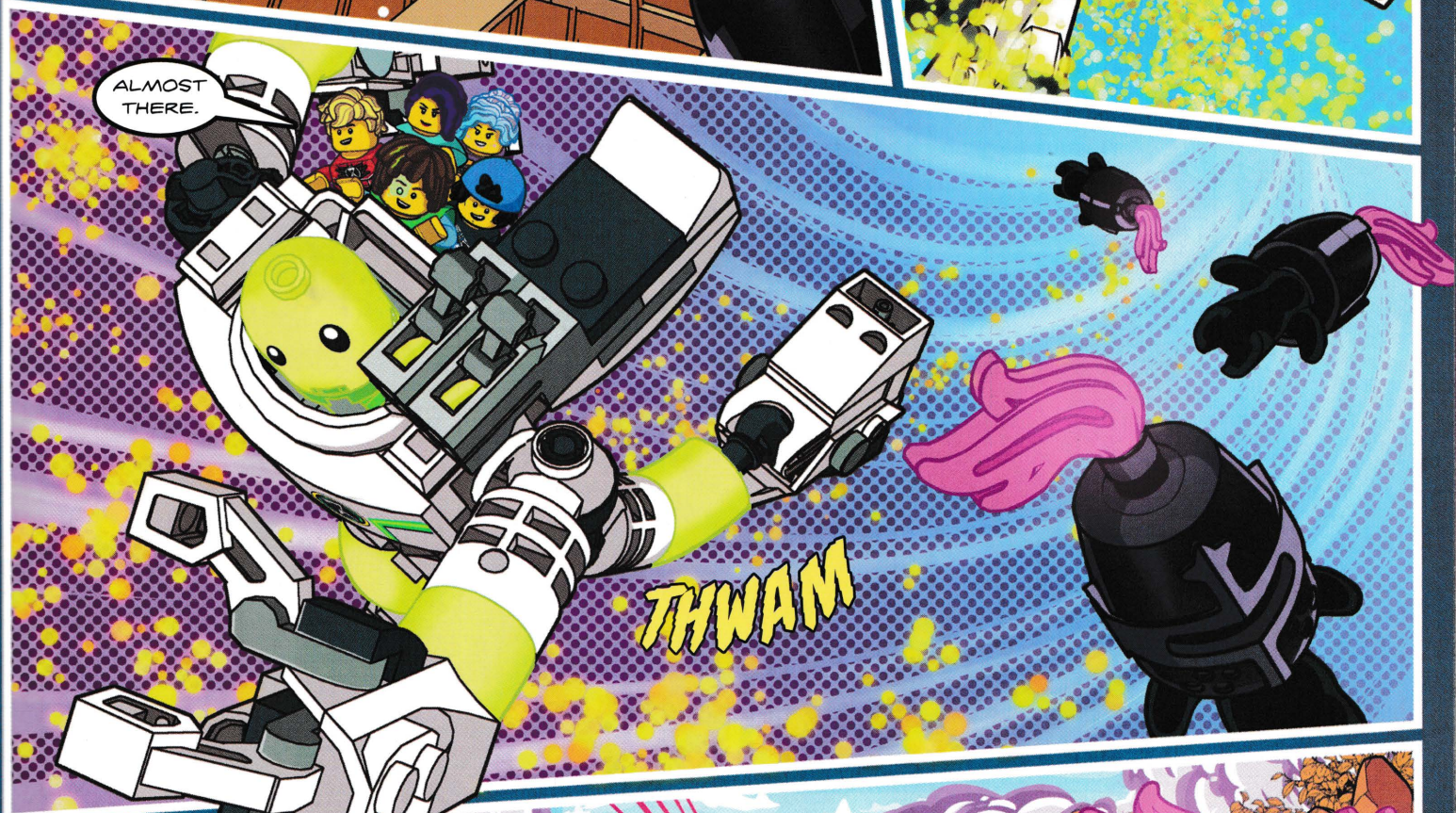
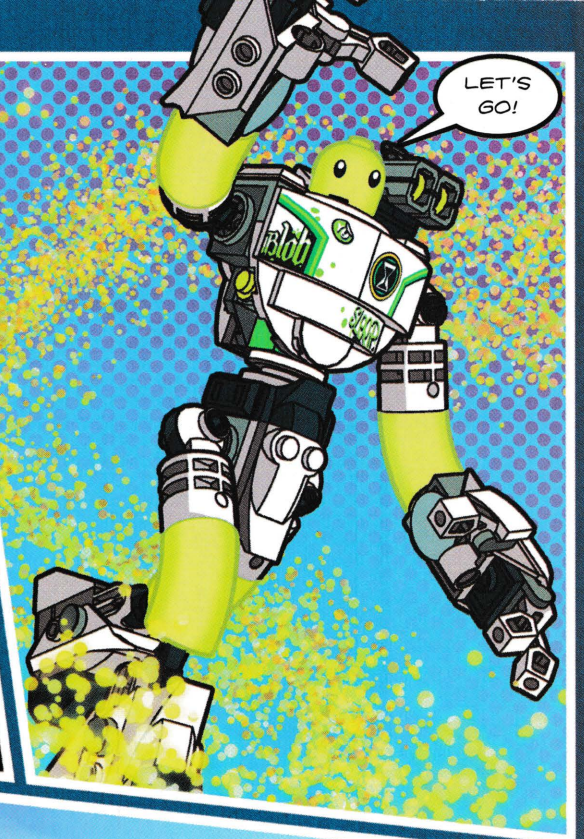
I CAN'T BELIEVE THEY TRAPPED US!

LET'S SET A TRAP OF OUR OWN!

WHERE TO?!

THIS WAY!

GOOD IDEA! WE'LL HOP TO A DIFFERENT DREAM REALM. LET'S DREAM THEM UP SOMETHING REALLY SPECIAL.



The villains take chase!





YOU'LL
REGRET THIS,
DREAM
CHASERS!

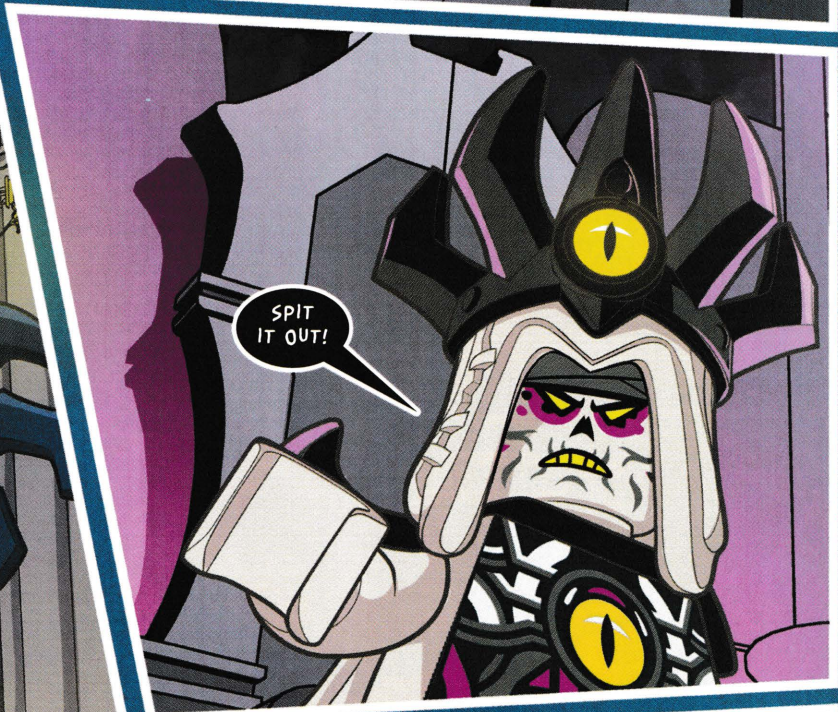
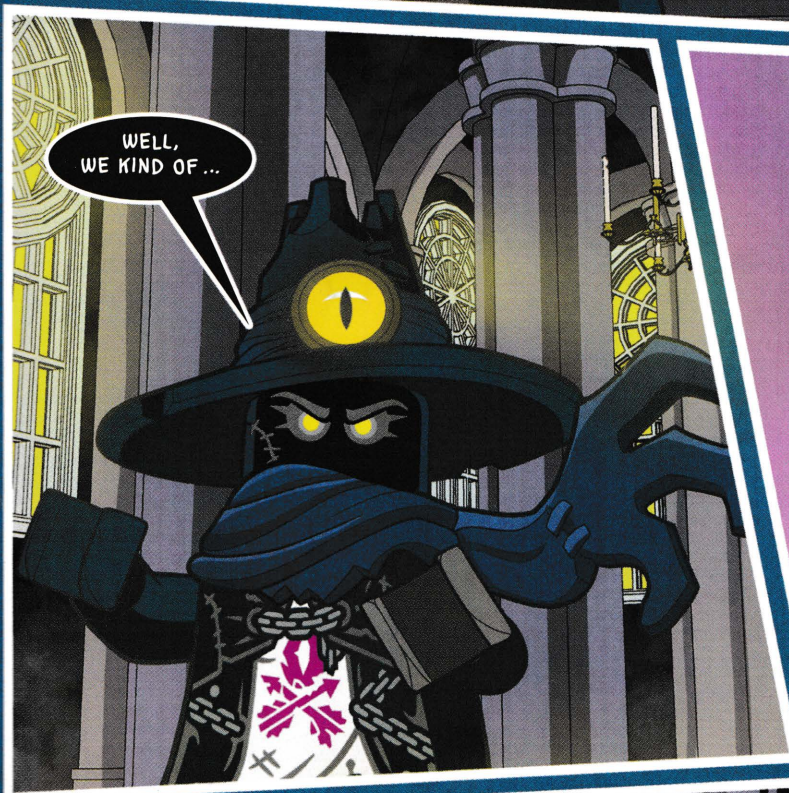
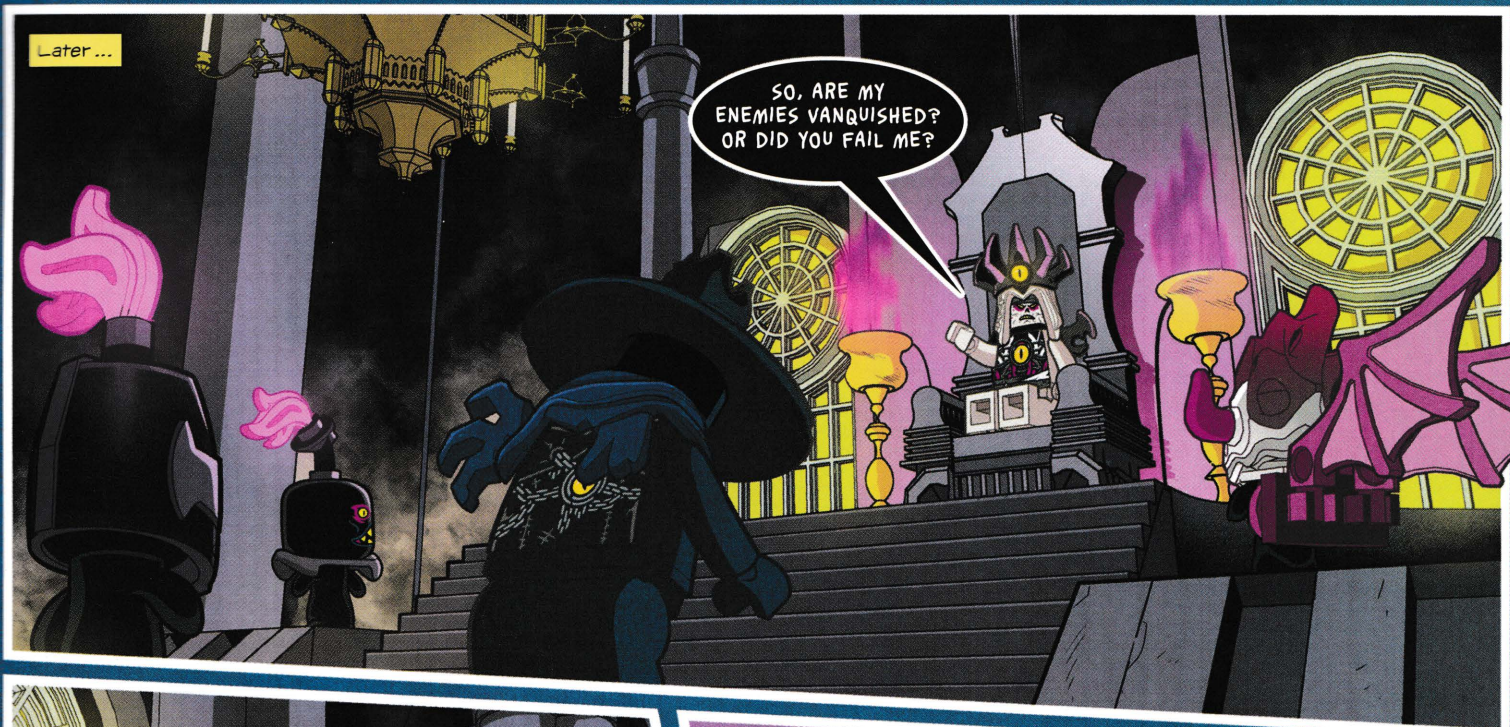
IT WORKED!
DREAM CHASERS: 1.
NIGHTMARES: 0!

HURRAY!

HAVE A
NICE TRIP!

SMELL
YOU LATER! AND
YOU WILL BE
SMELLY!

NOOOO!
I WILL RETURN AND
CAPTURE YOU!



Meanwhile ...

SO FRIENDS,
I AM REALLY SORRY.
IT WAS ALL MY FAULT
FOR MAKING US LET
OUR GUARD DOWN.

OUR GUARD
CAN'T BE UP ALL
THE TIME, COOPER. IT'S
IMPORTANT TO HAVE
FUN. REST MAKES
YOU STRONGER.

YEAH! PLUS,
WE STILL WON THE
BATTLE TODAY. SO
NO WORRIES.

I THINK
WE DESERVE A LITTLE
MORE PLAYTIME BEFORE
WE WAKE UP.

SOUNDS
GOOD TO ME.

Wooooooo!

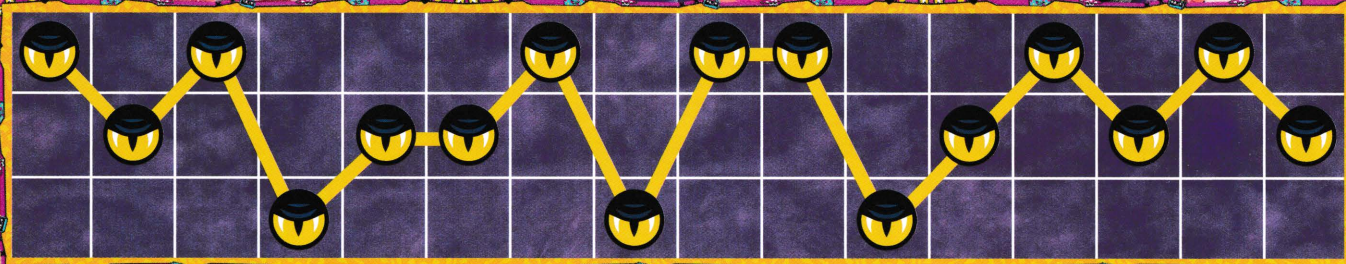
THIS IS MUCH
BETTER THAN BEING
FLUSHED DOWN
A TOILET!

PUZZLE

YOU'LL
NEVER FIND ME
BEFORE I EAT
THEM ALL!



CODE



LETTERS

S	F	C	X	P	A	L	S	C	A	P	O	O	J	2	8
B	E	R	M	E	T	P	H	B	V	Z	I	K	N	1	5
V	C	W	R	G	H	Z	O	M	T	T	I	T	H	3	4

ANSWER:

[illegible]

MISSION:

Find the **thief**
on the page
that is written
in this answer
and circle him!

CAN YOU
FIGURE THIS
OUT?

LOGAN'S *LOGIC!*

Are you up to Logan's challenge? Write the **first letter** of the heroes that are missing in the **sequence** into each **gap**.

INVENT YOUR
OWN AND PUT
YOUR FRIENDS
TO THE TEST!

Answers on page 34.

21

CHASE DREAMS WITH

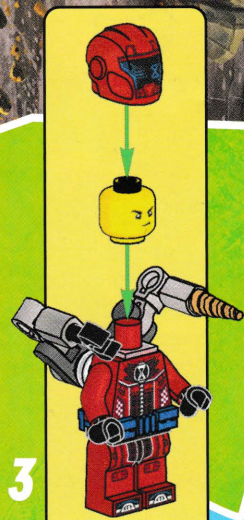
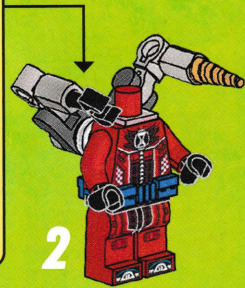
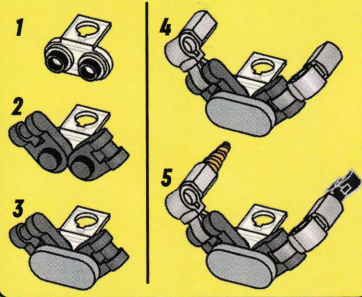
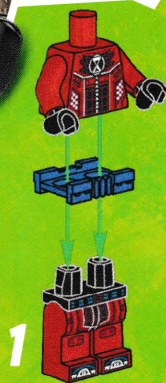
GUIDE THE RED DREAM CHASER TO HIS ARMOUR!

Drill to the answers on page 34.



COOPER

DESTINATION: THE INSTRUCTIONS!



COOPER!

Get to know the **techie** of our hero gang with these cool facts.

ROBO-ARM 1:
MULTI-FUNCTIONAL PINCHER
FOR INVENTING THINGS OR
OPENING CANS

TIME
TO CATCH
ME SOME
GRIMSPAWN!

ROBO-ARM 2:
ABLE TO DRILL THROUGH
THE HARDEST ROCK

COOPER'S BUDDIES

Cooper lives across from **Mateo** and **Izzie**, and they grew up together in their suburb in Brooklyn. He used to be Mateo's best friend, but now he spends more time with **Logan**. When these friends venture into the **Dream World**, they all work together to stop the corruption of dreams into nightmares.

HIS WORST NIGHTMARE

Cooper's family is always encouraging him to be the **best** at everything - particularly when it comes to **sports**. When Coop falls into one of the Nightmare King's traps, he is **hounded** by a small army of trophies.

INGENIOUS INVENTOR

Cooper absolutely loves **inventions** and **fast cars**. He wants to **understand**, **repair** and, if possible, **drive** everything. The faster the vehicle the better!

BELT:
THIS AWESOME
ACCESSORY DOESN'T
JUST HOLD UP HIS
TROUSERS! IT ALSO
HAS LOTS OF
SPACE FOR ALL
THE THINGS
A DREAM CHASER
NEEDS FOR A NIGHT
IN THE DREAM
WORLD

DREAM BUILDING

What else can you build onto **Cooper's robo-arms**? Grab your **LEGO® bricks** and invent something that will put the Night Hunter back in his place!

WINDING IN THE



IN THE

TOOL REALM!

Which item is **not** part of your magazine toy?



HIDDEN REALM!

Z-Blob has **hidden** somewhere on this page. Can you find him?



NUMBER REALM!

Fill in the **missing** numbers so that the **sum** of the two lower triangles always totals the number above them.



WAYS DREAM WORLD!

Our **heroes** now have to make their way across the Dream World, completing a **mission** in every dream realm. Find the **right way** and complete the **challenges** in each realm to bring our heroes back home safely.

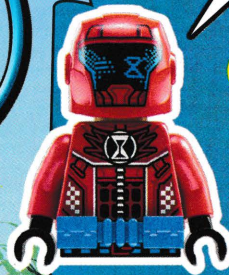
LETTER REALM!

Cross out the letters X, Y and Z. The remaining letters make up an **answer word**.

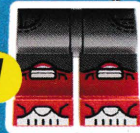
XZHYXZZXYXOZY
YXYXMZYEXZYXW
YOZZYRXZKYZ

ANSWER WORD:

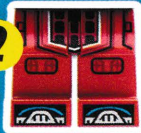
WHERE
ARE MY
LEGS?



1



2



3



LEGS REALM!

Only one of these legs belongs to **Cooper**. Which one?

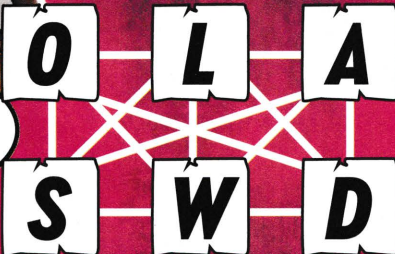
P

Q

R



START
WITH THE
LETTER
O.



NAME REALM!

Move between the **letters** in the correct order to make up the **name** of the Dream Chaser's teacher.

T

U

S

FINISH

SHARK SHIP

Watch out above you – the **Nightmare Shark Ship** is in the air and leaving a trail of destruction in its wake in the Dream World. Here you can find out what you have to **look out** for when facing this beast!

WE ARE INCLUDED:

NOVA



GET ME OUT!

MATEO



COME ON, IZZIE!

IZZIE



TO THE RESCUE, ALL HANDS ON DECK!

SNIVEL



BLUUUARG!

SUSAN



THOSE PESKY DREAM CHASERS!

NIGHTMARE KING



MY SHIP, MY RULES!

LANTERN
LIGHTS THE PATH
THROUGH THE
DREAM WORLD

CANNON
NO BADDIE SHIP
IS COMPLETE
WITHOUT ONE

MIGHTY MOUTH
GOBBLES UP
UNSUSPECTING
DREAM CHASERS

TERRIFYING TEETH

How many **teeth** do you think this Shark Ship has? Enter the total number here:

ANCHOR
OR IS IT FLOSS FOR
THE SHARK SHIP?

JAIL CELL
WHERE
DREAMERS ARE
LOCKED UP

INCOMING!

OPEN FILE

SET FACTS:

Set no.: 71469

Length: 60 CM

Height: 31 CM

Figures: 4 minifigures,
2 Grimspaw + Z-Blob

1389
LEGO® PIECES

BAT WINGS
STRONG AND
MANOUEVERABLE

WHEEL
THE KING
HIMSELF IS
AT THE HELM

LOOK OUT, DREAM CHASER!

The Nightmare King has transformed Izzie's favourite cuddly toy into a **terrifying flying ship**. Watch out for its twin **cannons** and the **trapdoor** that drops directly into the cell! But most of all, stay well clear of the shark's **huge mouth**. And you're not safe from this monstrosity on land either, because this horrific creation can transform into a **monster truck** at will!

Z-BLOB TO THE RESCUE

Yes, you read it right. Mateo's gooey, green friend can use his **slimy powers** to transform into a **tough and durable rope** to help our heroes save the day.

MONSTER TRUCK!

This version of the Shark Ship is **very fast** on land too. It can even send out a **flying monster eye** into the sky to keep watch.

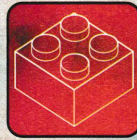
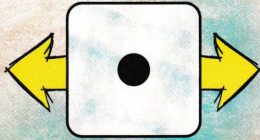
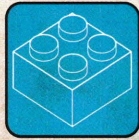
TURBO TURBINE
SUPER FAST AND
SUPER TERRIFYING

HEROES versus VILLAINS!

To win this duel, you have to assemble your team as quickly as possible. Find another player and let the dice decide this action-packed head-to-head!



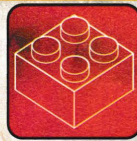
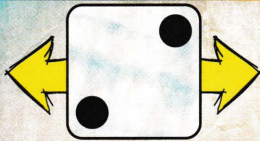
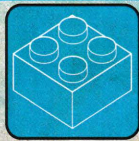
HOURGLASS



EVIL EYE



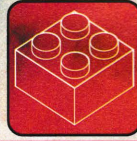
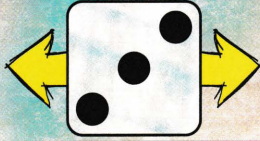
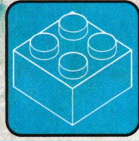
COOPER



NIGHT HUNTER



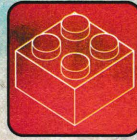
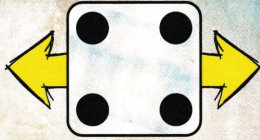
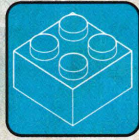
IZZIE



SNEAK



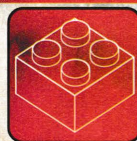
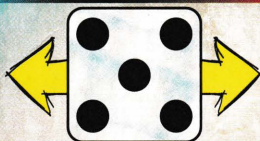
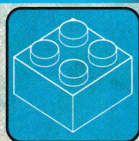
LOGAN



SNIVEL



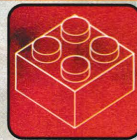
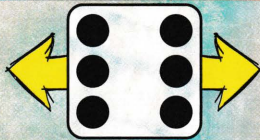
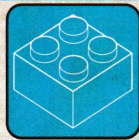
ZOEY



SUSAN



MATEO



NIGHTMARE KING



HOW TO PLAY:

1. Decide who is playing as the **heroes** and who is the **villains**.
2. The **youngest** player goes first, then take turns.
3. Roll the **dice** and place a LEGO® brick on your side to mark which number you rolled. If you roll a 1, you can remove a LEGO® brick belonging to your opponent. If you roll a number you already have, nothing happens and it's your opponent's turn.
4. The first player to fill fields 2 to 6 on their side **wins** the game.

TIP:

USE A PENCIL AND RUBBER, IF YOU DON'T HAVE ANY LEGO® BRICKS TO HAND.

COME ON, TEAM! TOGETHER WE CAN DO ANYTHING!

YOU NEED:

- 2 players
- LEGO® bricks
- 1 dice

HURRY UP AND SHOW ME WHAT YOU'RE MADE OF, YOU SLEEPY HEADS!

PSSTT!
DON'T TELL ANYONE!

THE SECRETS OF THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

FILE
NO. 2

FACTS

FOLLOW ME
AND YOU CAN'T
GO WRONG!

THE DREAM WORLD!

CANDY REALM

DREAM LANDING

CYBER REALM

FANTASY REALM

► ENDLESS ADVENTURES!

The Dream World is a world that exists alongside our world. It is made up of **all the dreams** that people have ever dreamed – that's why there are **numerous Dream Realms** that match every type of dream. Every dreamer enters these realms but only **special people** can remember that the Dream World is actually real when they wake up.

► DREAM LANDING!

Dream Chasers who know that the Dream World is real, **start** out into their dreams at **Dream Landing**. It bears a slight resemblance to our heroes' bedrooms. From there, they can see the **hovering Dream Realms** and reach them across the **Dream Bridges** or by aircraft.

FOLLOW ME
INTO THE DREAMY
DEPTHS!

At **Dream Landing**
the heroes...

...start out
on **wild**
adventures.

The **Dream Bridges**
lead to other realms.

► CANDY REALM!

This is where all your **sweetest dreams** come true. This realm is home to everything you can possibly dream to eat. Ice cream, waffles, lasagne or everything at once? **Hungry dreamers** just love this realm!

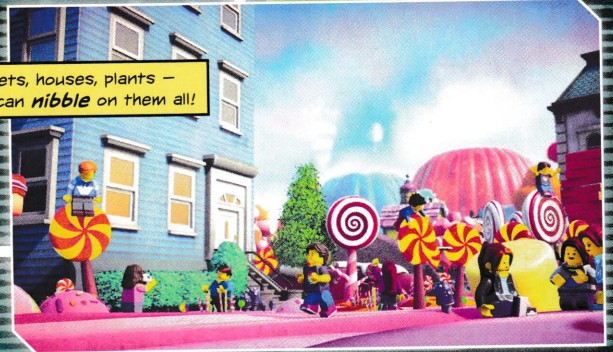
The Candy Realm hovers in the air like a **huge cake** in the Dream World.

YUMMY!



A **gigantic lollipop**? There are plenty more for you in this realm!

Streets, houses, plants – you can **nibble** on them all!



The **guardian Burrzerker** welcomes dreamers...

... and sends them into **action-packed games!**

► CYBER REALM!

This is where **gamers** go to dream! The **high-tech** Cyber Realm puts you right inside of **every game**. No wonder that Mateo, Izzie and the team like to let off some steam here!

Logan is in his **element** here.



THE GRIM REALM

This realm was originally intended as a place to **imprison the Nightmare King**. But this scheming baddie used all his **dark energy** to **take over** the whole realm. It is now teeming with **Grimspawn**, **Grimkeepers** and **Night Terrors**.



This **Shadowkeep** is where the **Nightmare King** resides.

The **Nightmare King** has this realm under his control.

Lots of **wild creatures** live in the Grim Realm.

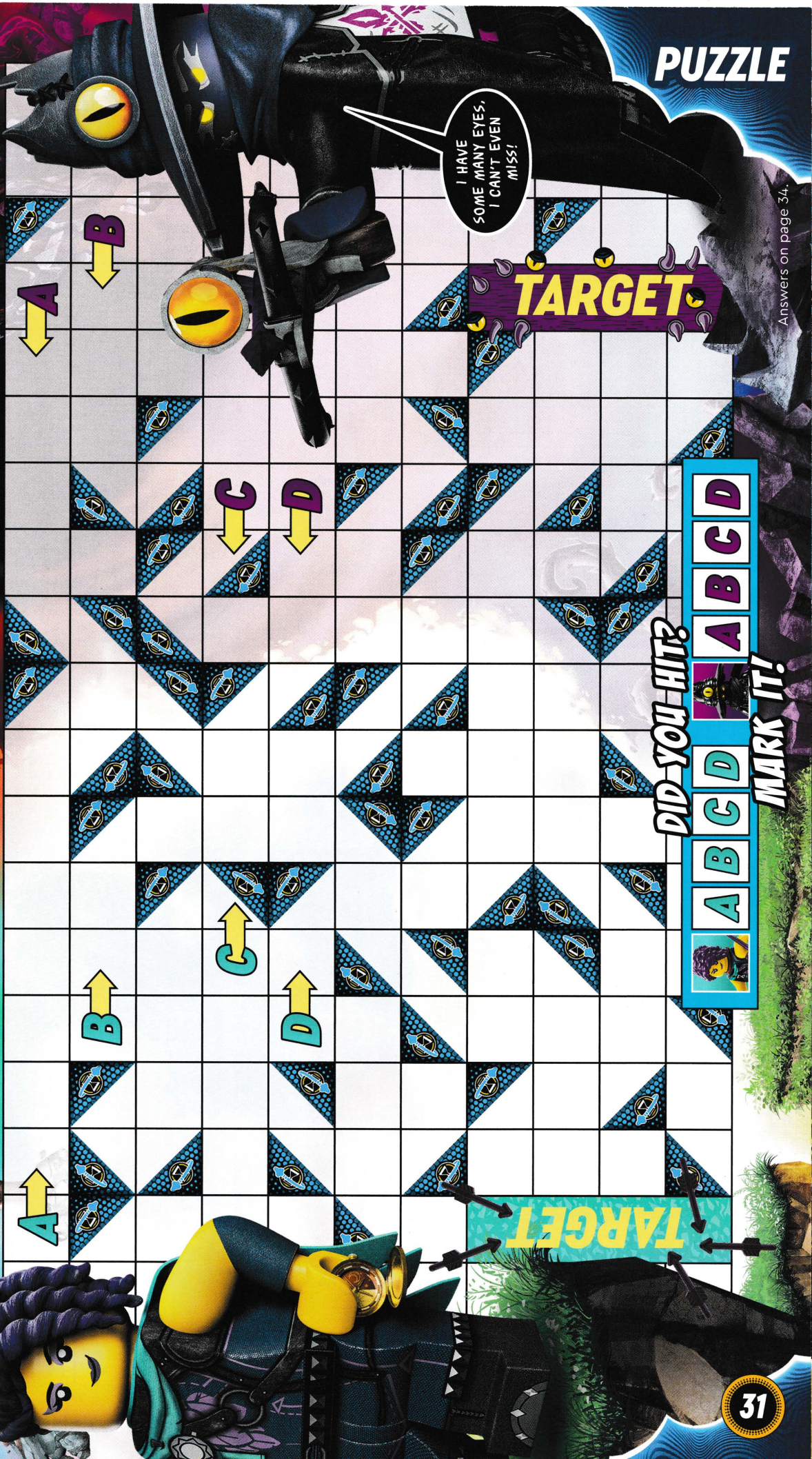


IF YOU ENTER MY REALM, DREAMER, YOU PLAY BY MY RULES.

WILD ARROWS!

Zoey and the Night Hunter want to see who has the **better shot**. They can each fire **four arrows** towards the other's target. When the arrows hit an **obstacle**, they shoot off at a **90 degree angle**. Who records **most hits**? Trace the path of the shots using a ruler and make a right angle turn at every obstacle.

THE NIGHT HUNTER IS NO MATCH FOR ME!



TURN THIS PAGE!

PUZZLE

DID-YOU-HIT?

	A	B	C	D
	A	B	C	D

MARK IT!

Answers on page 34.

PREVIEW

COMING SOON

YOUR TOY:

DARK CROWN WITH 7 POINTS

I'LL SEE YOU IN YOUR DREAMS. HAHahaha!

LOOK OUT! SHARP!

1 HEAD - 2 FACES:

CREEPY CLOAK

ACTION, PUZZLES AND FACTS!

NIGHTMARE KING

LEGO DREAMZZZ

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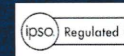
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ANSWERS:

PAGE 9
DOUBLE VISION!



PAGE 21
CANDY CHAOS!
Secretlocation25

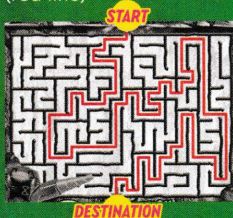
LOGAN'S LOGIC!



C = Cooper, I = Izzie,
L = Logan, M = Mateo,
O = Oswald

MISSION: Snivel is hiding on page 25 to the right of the finish door.

PAGE 22
CHASE DREAMS WITH COOPER!
(red line)



PAGE 24/25
WINDING WAYS IN THE DREAM WORLD!

Ways: B, F, G, K, M, R, T

Tool Realm: 2

Hidden Realm: z Blob is below the Trouser Realm

Number Realm:

Letter Realm:
Homework

Trouser Realm: 2

Name Realm:
Oswald



PAGE 26
SHARK SHIP INCOMING
30 teeth

PAGE 31
WILD ARROWS!
Zoey A, D Night Hunter C

PAGE 32
SHADOWS OF A NIGHTMARE!
Mateo 4 / Izzie 3
HIDDEN HEROES!

U	Y	K	S	X	S	E	N	I	Z
W	S	R	G	Z	D	X	T	B	B
Q	C	O	O	P	E	R	S	H	L
N	P	U	U	T	U	V	I	B	O
R	Z	C	S	O	L	B	Z	Q	B
D	O	C	B	K	O	O	Z	B	Q
H	E	L	A	W	G	U	I	X	G
O	Y	H	N	M	A	T	E	O	D
B	D	W	A	H	N	D	G	W	A
X	J	N	M	S	F	Z	Q	S	R

THE RULES:

Cut out the cards along the dotted lines, shuffle them and lay them out face down. The youngest player **starts** by turning over **two** cards. If you have two **identical** characters, **take them** and turn over **two more** cards. If they don't match, it's the next player's turn. The player with the **most** cards wins!

THE GAME:

Bring order to the Dream World by finding the **matching** cards!



LEGO

DREAMZZZ

DREAM WORLD MATCH UP GAME!

